

APPENDIX V

Server has a ConnectTimer, a HelloTimer, and a RetransmitTimer per link

Timer Values and Other Constants

InitialConnectTimerValue: 15 sec	(* value of Connect Timer in INIT state *)
NormalConnectTimerValue: 10 sec	(* normal value of Connect Timer *)
MaxRetransmits: 5	(* Maximum retransmits allowed *)
HelloTimerValue: 1 sec	(* Interval between sending hellos *)
RetransmitTimerValue: 1 sec	(* Interval between retransmissions *)

BeginConnection(L)	(* routine called when a connection begins on link L *)
With LinkArray[L] do	(* look up link record corresponding to link L *)
State:= ON	(* turn link on *)
InformUpdateProcess(free);	(* inform update process to reinitialize *)

InitializeConnection(L)	(* routine called when link L is initialized *)
With LinkArray[L] do	(* look up link record corresponding to link L *)
SequenceNumber:= 1;	(* initialize sequence number *)
Retransmits:= 0	(* initialize number of retransmits *)
StartHelloTimer(L, HelloTimerValue);	(* start timer that governs sending of hellos *)
State:= REQ;	(* set state equal to requesting *)

RestartConnection(L)	(* routine called to restart connection on link L *)
With LinkArray[L] do	(* look up link record corresponding to link L *)
ConnectId:= ConnectId + 1;	(* counter wraps on overflow *)
InitializeConnection(L)	

SendHello(L)	(* routine called to send a hello on link L *)
With LinkArray[L] do	(* look up link record corresponding to link L *)
Send a ServerHello H on link L with	
H.ServerId = ServerId	

H.ConnectId = LinkArray[L].ConnectId

H.State = LinkArray[L].State

H.ClientAddresses = ClientAddresses

H.Vlans = SEQUENCE of SmallVlanRecord SVR for each VlanRecord VR
in VlanList such that SVR.VlanId = VR.VlanID and SVR.Type = VR.Type

SetAddress(X,L,M)

(* update forwarding database entry for address X *)

(* set address X to point to link L in forwarding database associated with link M *)

(* this causes all packets addressed to X that arrive on link M to be forwarded to link M *)